

AMENDMENTS TO THE CLAIMS

Claim 1 (currently amended): A method of locating a roving character in ~~a theme park~~ an environment, comprising:

- providing a roving character with a wireless transmitter;
- providing a user with a ~~toy~~ device including a wireless receiver;
- periodically transmitting a signal from the wireless transmitter on the roving character, the signal identifying the ~~walking-roving~~ character;
- receiving the signal at the ~~toy's~~ device's wireless receiver; and
- notifying the user via the device that the ~~walking-roving~~ character is nearby in response to receipt of the signal sent from the roving character.

Claim 2 (original): The method of claim 1 wherein the signal is an infrared signal.

Claim 3 (original): The method of claim 1 wherein the signal is a radio frequency signal.

Claim 4 (original): The method of claim 1 wherein the signal comprises a code relating to the identity of the roving character.

Claim 5 (original): The method of claim 1 wherein the toy further comprises a memory and stores the received wireless signal in the memory.

Claim 6 (currently amended): A method of locating a roving character in ~~a theme park~~ an environment, comprising:

- providing a plurality of wireless signal transmitters at various locations throughout a ~~theme park~~ the environment;
- providing a roving character with a wireless signal receiver and a wireless signal transmitter;
- providing a user with a ~~toy~~ device comprising a wireless signal receiver;
- periodically transmitting wireless signals indicative of roving character location from the plurality of ~~infrared~~ wireless signal transmitters;

receiving at least one wireless signal indicative of roving character location at the wireless signal receiver ~~of~~on the roving character;

transmitting a wireless signal from the roving character, the roving character wireless signal comprising the identity and location of the roving character;

receiving the wireless signal sent from the roving character at the wireless receiver ~~of~~in the ~~toy~~device; and

notifying the user of the device of the location of the ~~walking-roving~~character in response to receipt of the signal sent from the roving character.

Claim 7 (original): The method of claim 6 wherein the wireless signal is an infrared signal.

Claim 8 (original): The method of claim 6 wherein the wireless signal is a radio frequency signal.

Claim 9 (currently amended): An interactive character system comprising:

one or more ~~toys~~devices, each toy having one or more wireless electronic signal receivers structured to receive ~~[[an]]~~ a wireless signal, and an electronic system, said electronic system having a programmable memory structured to store software and preprogrammed data, said software structured to interpret a received electronic signal and to trigger playback of preprogrammed data related the received electronic signal; and

an environment having disposed therein one or more roving characters, each roving character having a signal transmitter structured to transmit an electronic signal indicating the identity of the roving character;

wherein said ~~toy is carried by a person within the environment, and~~ device produces a notification in response to receiving an electronic signal from the roving character notifying the person that the roving character is nearby.

Claim 10 (original): The method of claim 9 wherein the electronic signal is an infrared signal.

Claim 11 (original): The method of claim 9 wherein the electronic signal is a radio frequency signal.

Claim 12 (withdrawn): A method of personalizing a toy, comprising:

providing an interactive toy comprising a memory and further capable of producing speech for interaction with a user;

prompting the user to provide his or her name to the toy; and

storing the name in the toy's memory, wherein the toy uses the name stored in memory to refer to the user by name when interacting and producing speech.

Claim 13 (withdrawn): The method of claim 12 wherein prompting occurs when the user receives the toy for the first time.

Claim 14 (withdrawn): The method of claim 12 wherein the toy further comprises means for recording speech and the name is provided by speaking the name and is recognized and recorded by the toy.

Claim 15 (withdrawn): The method of claim 12 wherein the name is provided by text input.

Claim 16 (withdrawn): The method of claim 12 wherein the name is programmed into memory by transmitting a wireless signal comprising the name.

Claim 17 (withdrawn): The method of claim 12 wherein the name is pre-stored in the memory of the toy.

Claim 18 (withdrawn): The method of claim 12 wherein the toy is pre-ordered to contain pre-programmed personalized speech data.

Claim 19 (currently amended): An interactive ~~toy~~device comprising:

[[an]] a wireless signal receiver for receiving a wireless signal from at least one of a plurality of wireless signal transmitters located within a surrounding environment, the wireless signal representing the identity of a location, object, or character within the surrounding environment;

a memory pre-programmed with data related to location, object, or character;

an event memory, said event memory used to store data ~~comprised~~ contained in the signals received; and

[[a]] an electronic system for relating the data found in the event memory ~~to the memory~~ and for recalling/reminding the owner of the interactive ~~character~~ device of past ~~experiences~~ events stored in said event memory.

Claim 20 (currently amended): The interactive ~~toy~~ device of claim 19 wherein the owner's name is stored in memory.

Claim 21 (currently amended): The interactive ~~toy~~ device of claim 19 wherein the interactive toy addresses the owner using the name stored in memory.

Claim 22 (currently amended): The interactive ~~toy~~ device of claim 19 wherein the receiver is an infrared receiver for receiving Infrared signals.

Claim 23 (currently amended): The interactive ~~toy~~ device of claim 19 wherein the receiver is a radio frequency receiver for receiving radio frequency signals.

Claim 24 (currently amended): The interactive ~~toy~~ device of claim 19 wherein each location, object, or character corresponds with a wireless signal transmitter.

Claim 25 (original): The method of claim 1 wherein the notifying comprises producing speech.

Claim 26 (original): The method of claim 1 wherein the notifying comprises producing sound effects.

Claim 27 (original): The method of claim 1 wherein the notifying comprises producing music.